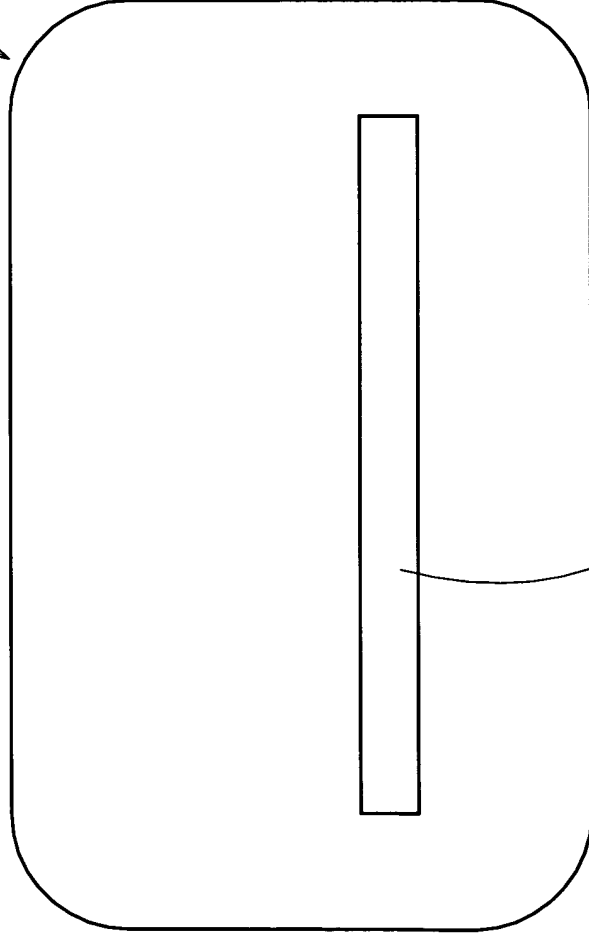


Phicon 100



102

Machine-readable tag containing
URL of 1st object

Fig. 1

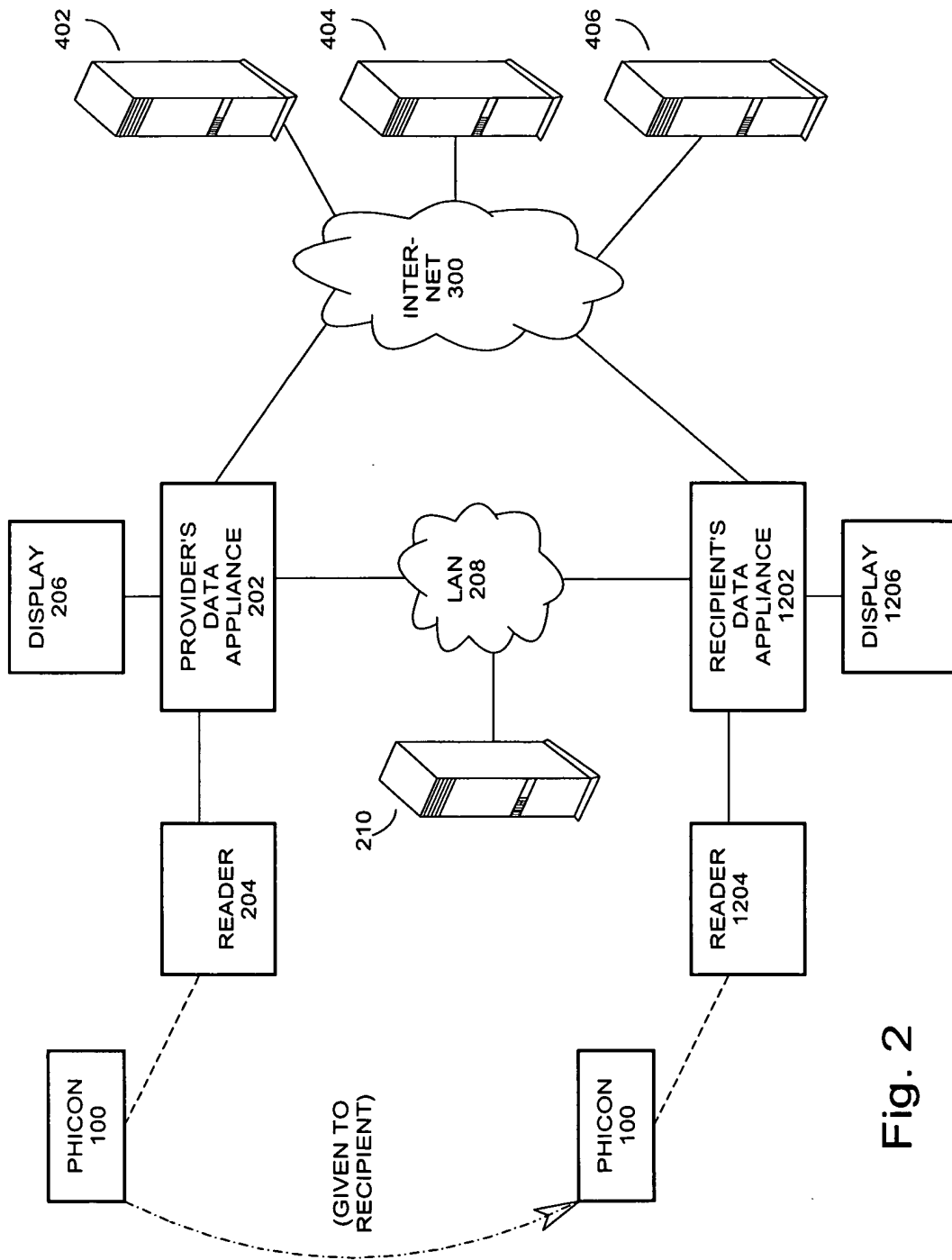


Fig. 2

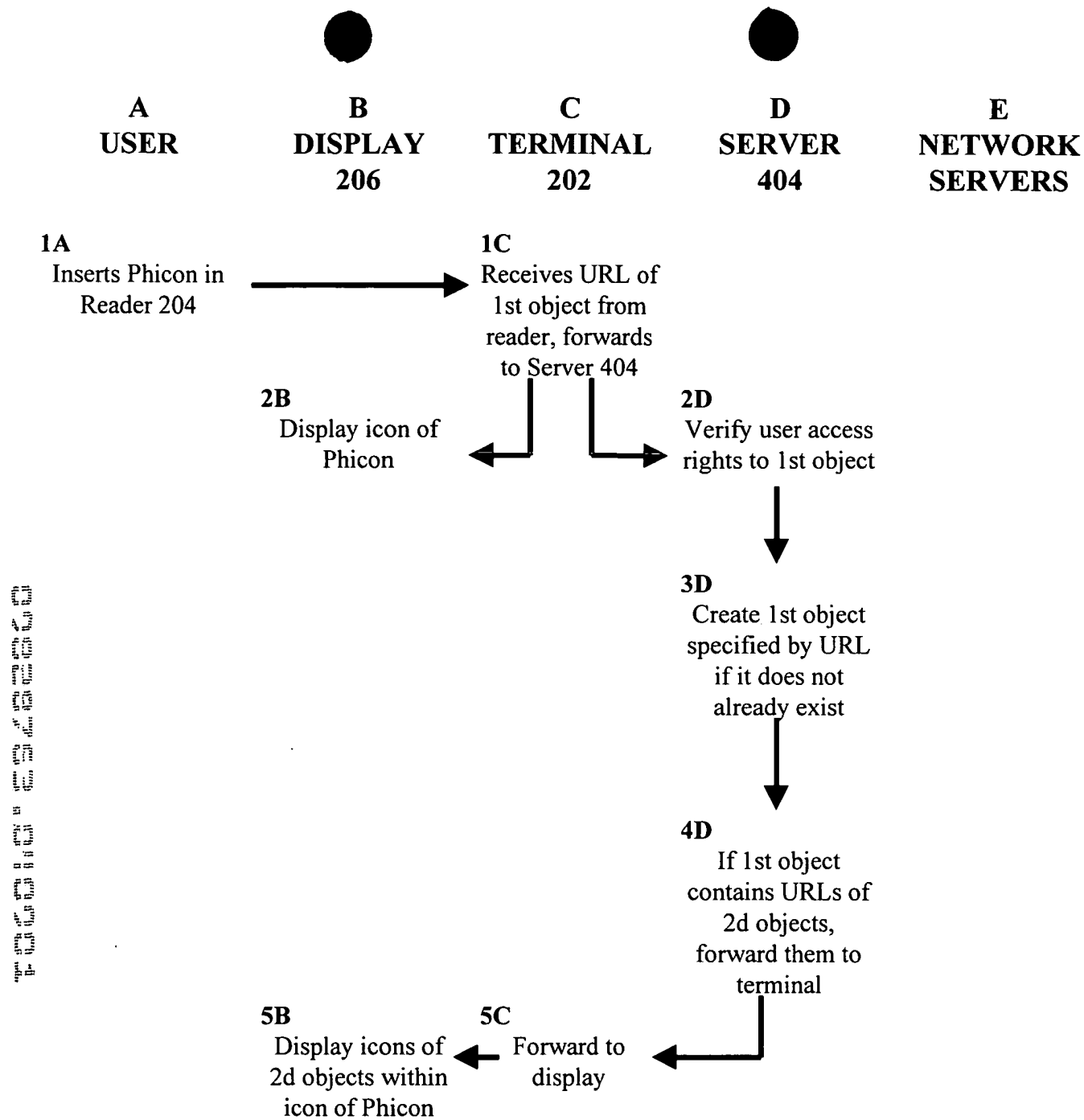


Fig. 3A

A
USER

B
DISPLAY
206

C
TERMINAL
202

D
SERVER
404

E
NETWORK
SERVERS

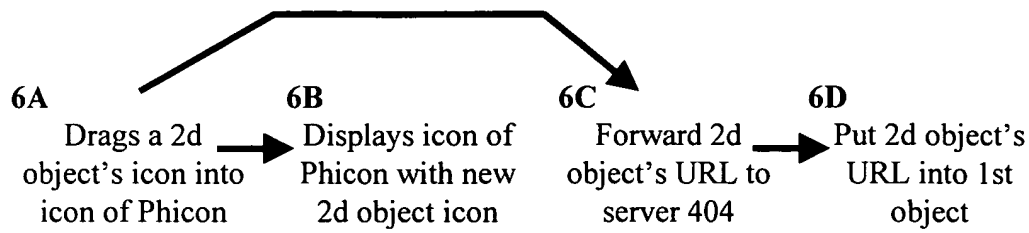


Fig. 3B

A
USER

B
DISPLAY
206

C
TERMINAL
202

D
SERVER
404

E
NETWORK
SERVERS

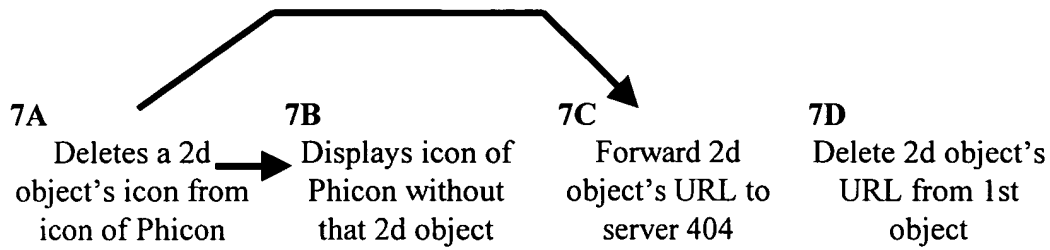


Fig. 3C

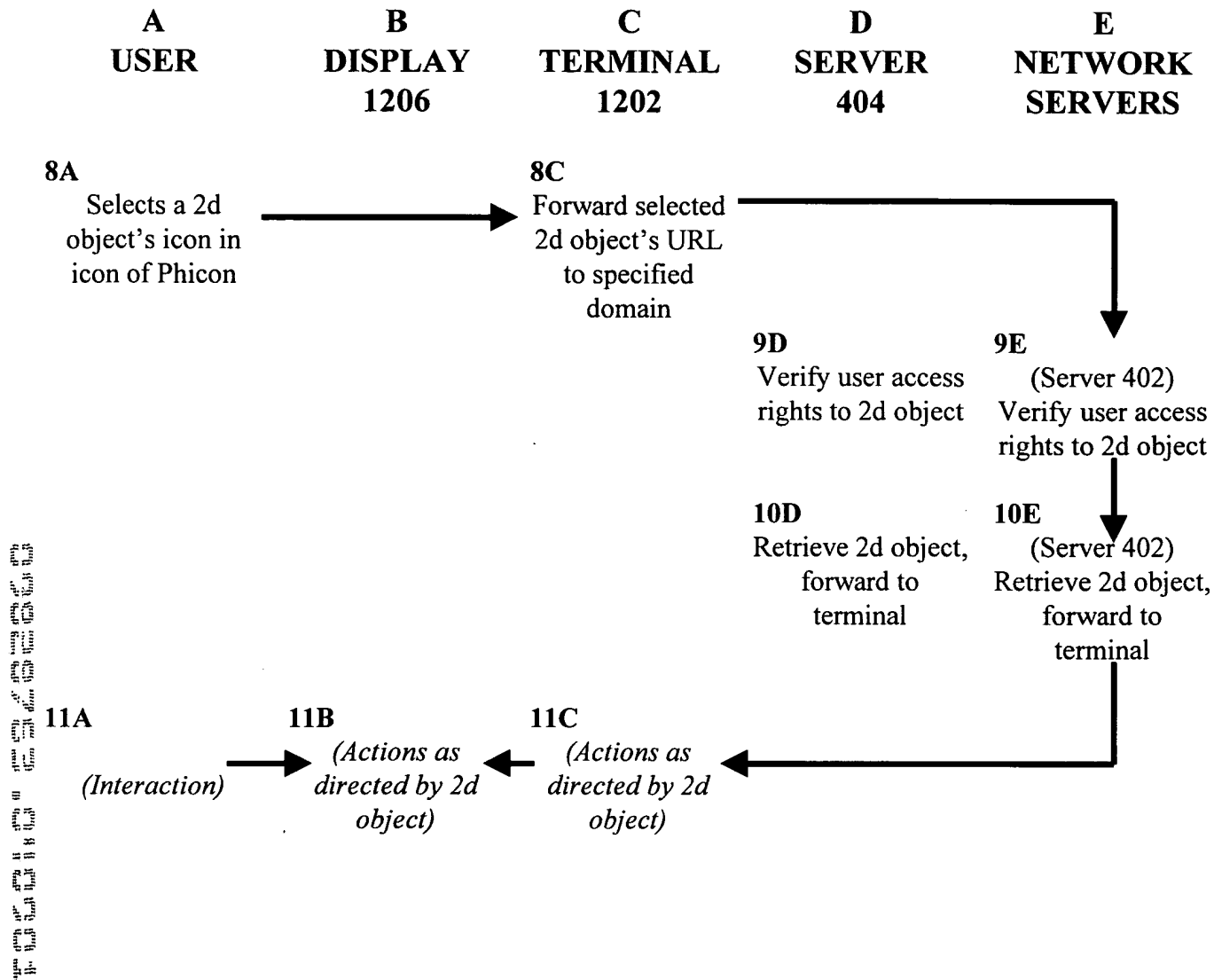


Fig. 3D

FIG. 4A is a block diagram of a system 100 for displaying a 2D object on a 3D object.



Gateway to Networks

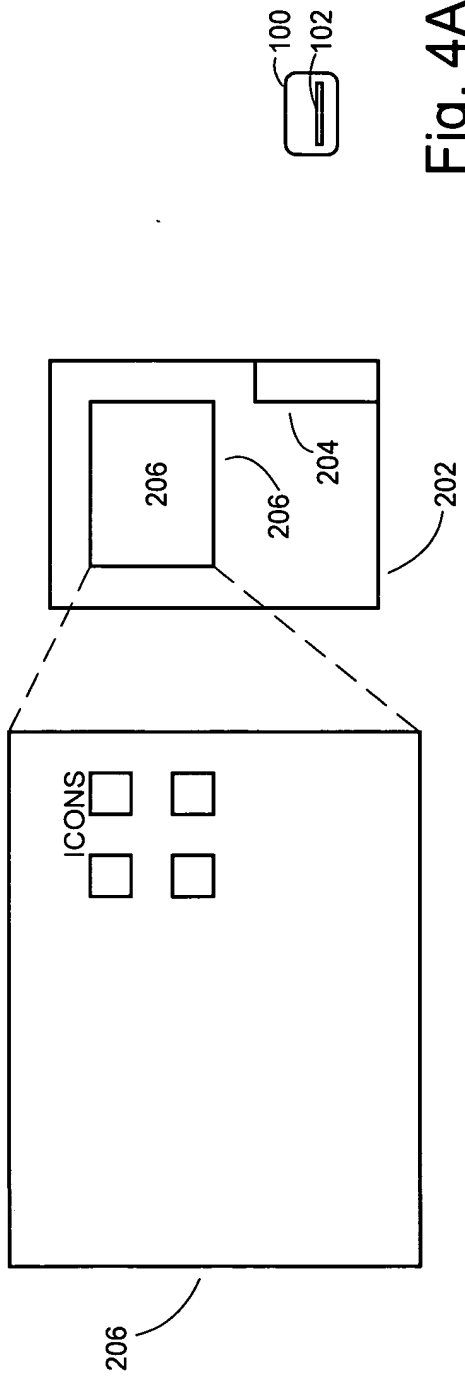


Fig. 4A

FIG. 4B is a block diagram of a system architecture for a networked environment.

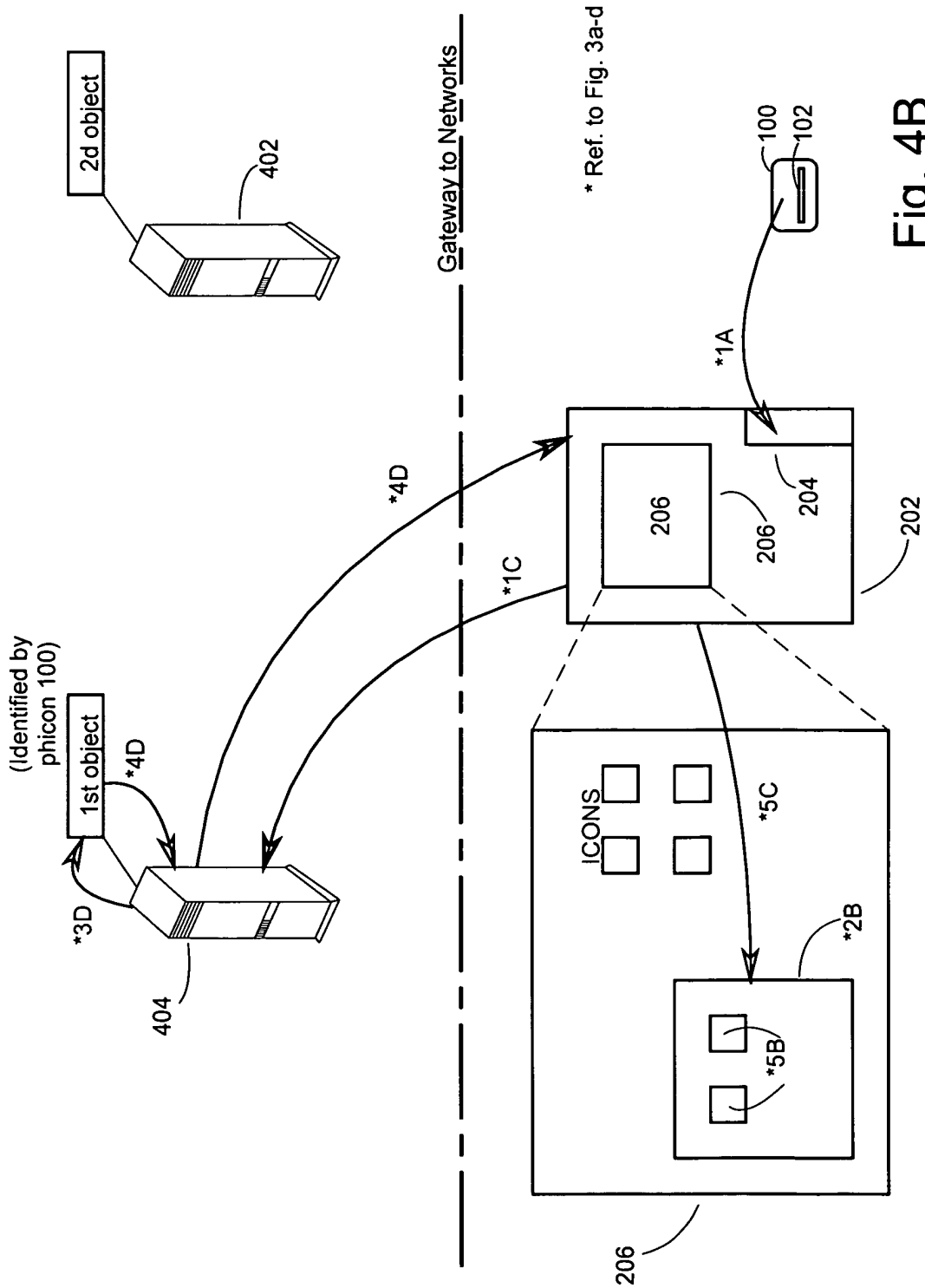


Fig. 4B

* Ref. to Fig. 3a-d

FIG. 4C is a block diagram of a system architecture showing a user interface (206) and a network gateway (202) connected to a network (204). The user interface (206) includes a display (206) and a control panel (206). The network gateway (202) is connected to the network (204) via a connection (204). The system is designed to handle data flow between the user interface and the network.

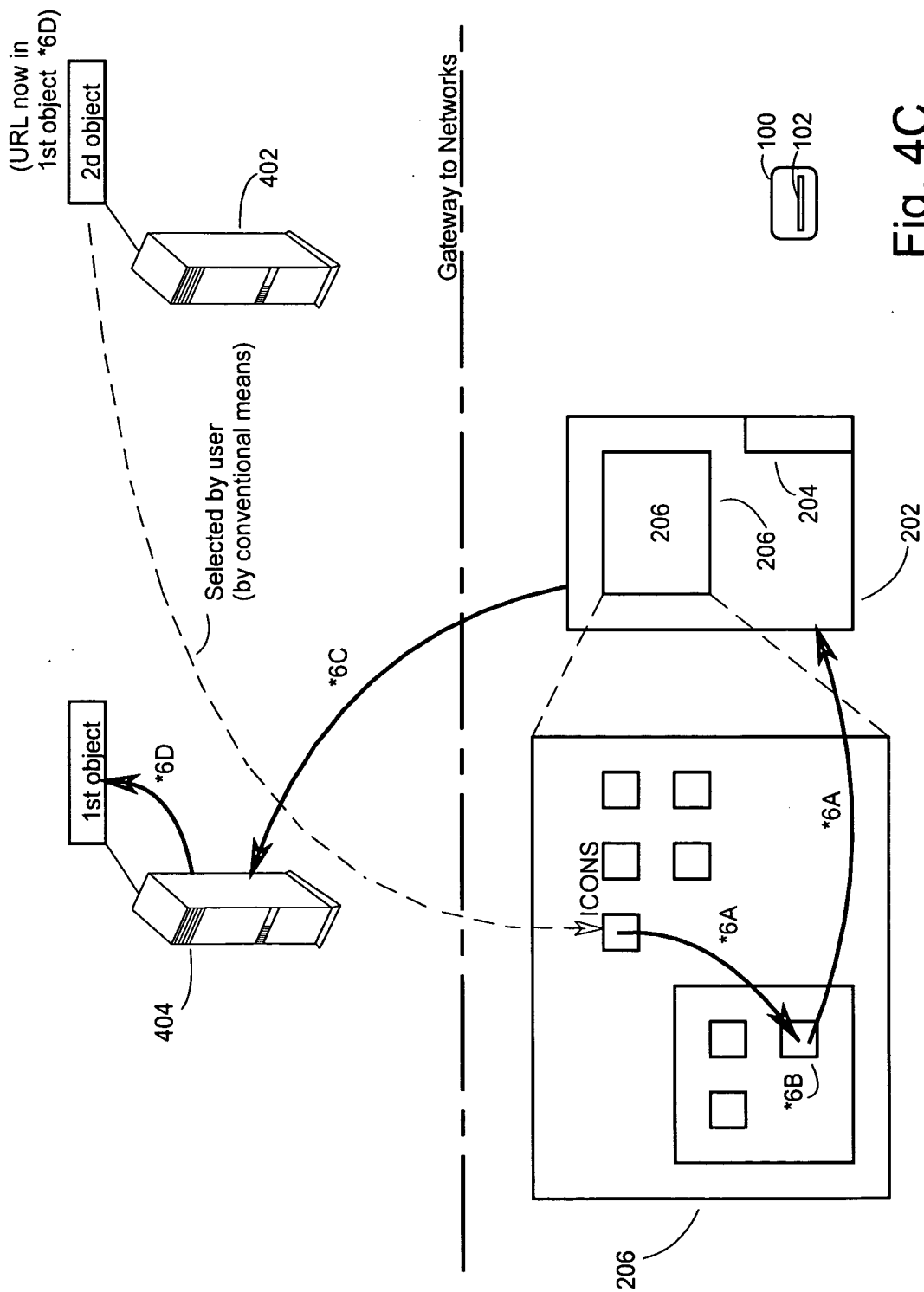


Fig. 4C

FIG. 4D is a block diagram illustrating a system architecture for object identification and data processing. The system is divided into two main sections by a dashed line labeled "Gateway to Networks".

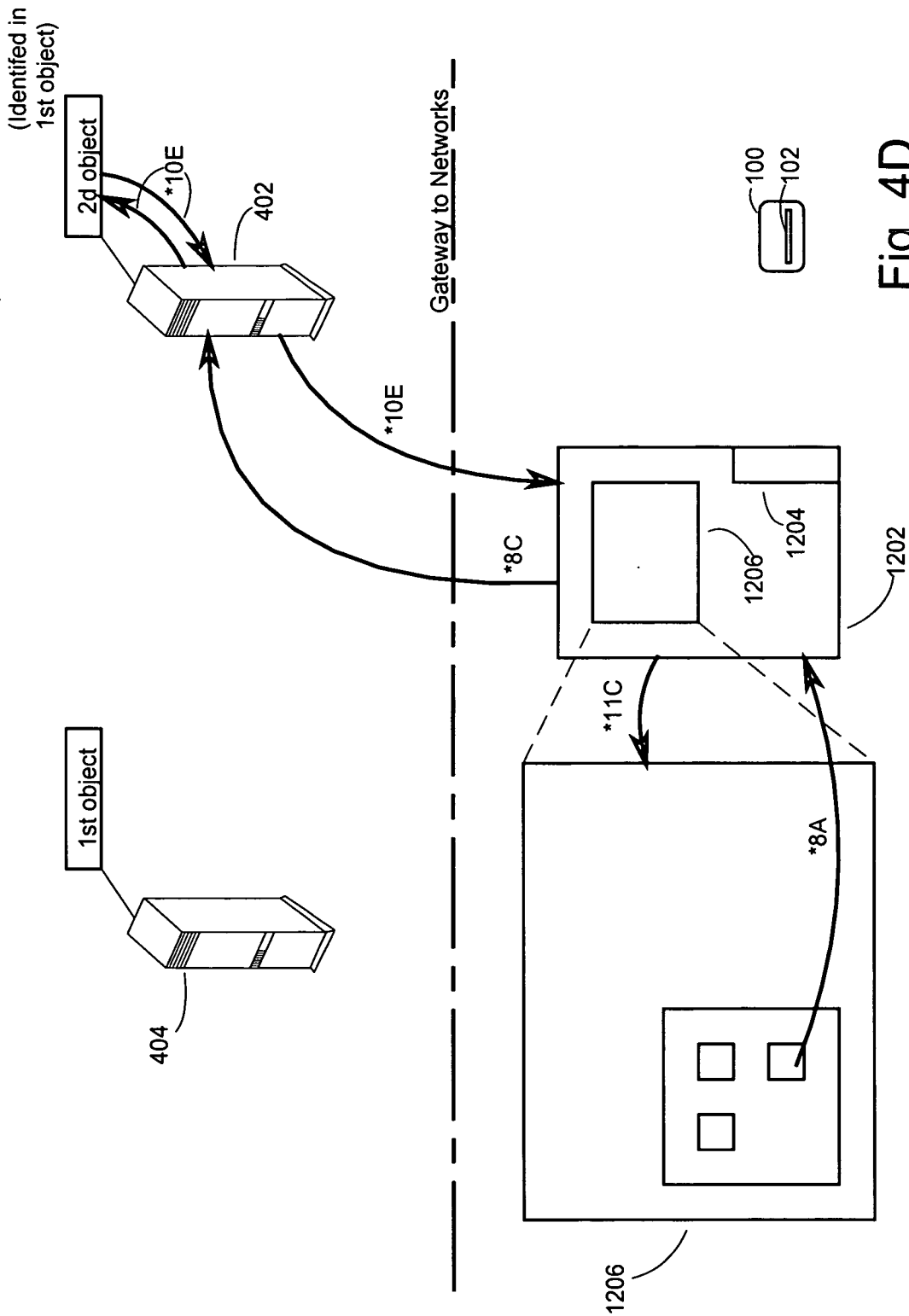


Fig. 4D